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SNS-BW-USA

INSTRUCTION BOOKLET

TECHNOS
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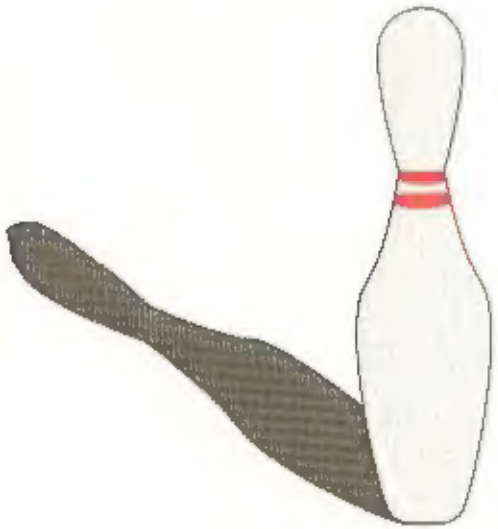
SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING! PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.



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Nintendo®

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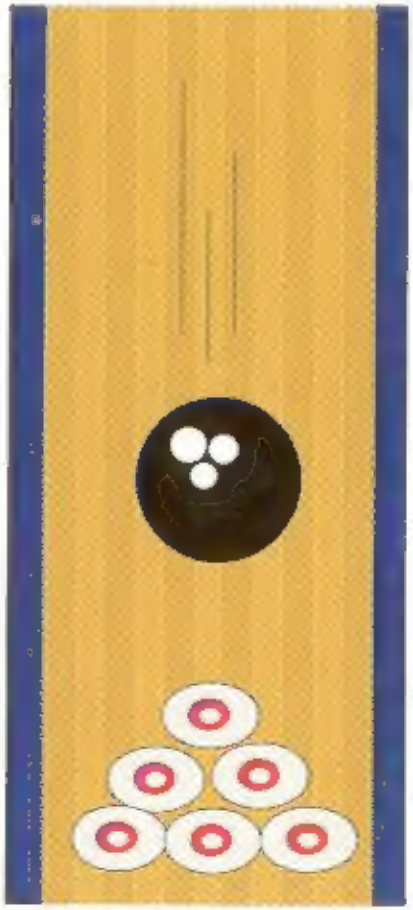
LIFE IN THE FAST LANE...

Feel the force of pins flying madly on your very own bowling alley. Super Bowling brings the excitement, challenge and realism of true bowling right into your living room.

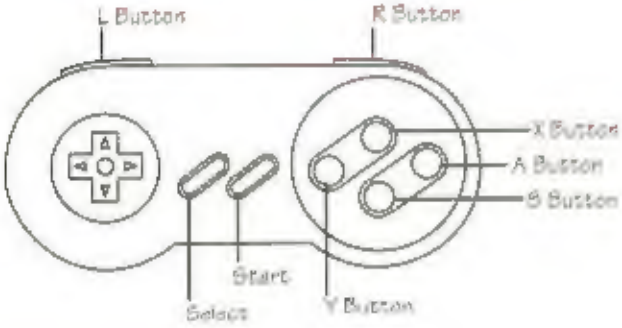


Four cool characters face some tough choices: What size ball? Where do I stand? Where do I aim? How much spin should I use? How hard should I throw it?

But that's not all. We've got real physics at work here. Anything can happen on 60-feet of pins and maple.

Best of all, with Super Bowling you don't have to wear someone else's shoes.

Game Controls



Start Button

- Start the game from intro screen
- Continue to next screen or menu after making all menu selections
- Pause action during game
- Continue action after pausing

Control Pad

- UP/DOWN to select number of players
- UP/DOWN to select the game
- LEFT/RIGHT to select left or right handed bowler
- UP/DOWN to select weight of ball
- LEFT/RIGHT to select oil distance on the lane
- LEFT/RIGHT to select level of difficulty
- LEFT/RIGHT to position player on the lane

L Button / R Button

- L BUTTON and R BUTTON to select player
- L BUTTON and R BUTTON to move the Aim Pointer above the pins

A Button / B Button

(Both are the same in this game)

- Accept current menu selection and continue to next menu item
- Accept player position on the lane
- Accept position of Aim Pointer
- Stop the Spin Meter at the desired spot
- Stop the Power Meter at the desired spot
- Set the pins in Practice Mode (A BUTTON Only)
- Accept the pin setting in Practice Mode (B BUTTON Only)

Select Button

- Look at current scoresheet during game

Y Button / X Button

- Not used in Super Bowling

Let's Get Rollin'

We know...you just spent good cash on this game and don't want to read instructions—you wanna play already. Here's a quick guide to get you right into the bowling alley:

Choose Number of Players

- To begin the game, press START BUTTON at the intro screen
- At the Title Screen, press CONTROL PAD UP / DOWN to choose the number of players who will be playing—any number between one and four can play Super Bowling
- Press START BUTTON to move to the Game Selection Menu

Pick A Game

- Press CONTROL PAD UP / DOWN to highlight one of the three game choices on the Game Selection Menu—the three games are described in detail in the "Games" Section of this manual
- Press START BUTTON to move to the Game Options Menu

Set The Game Options

Player Selection

There are four different characters in Super Bowling, each with his or her own bowling style. All four players and their individual strengths are detailed in the "Cast of Characters" Section of this manual.

To choose your character at the Game Options Screen:

- Player 1 should press L BUTTON / R BUTTON to cycle through available characters until the desired character is shown on screen
- Player 1 should press CONTROL PAD LEFT / RIGHT to make his character left-handed or right handed
- Player 1 should then press A BUTTON to select the character and bowling-hand shown
- In turn, each player should repeat this process until all the players have chosen a character (Player 1 and Player 3 see

Ball Weight

- Player 1 should press CONTROL PAD UP / DOWN to choose the weight of the ball he or she wants to play with—ball weights range from 6 pounds to 16 pounds and are detailed in the "Style and Strategy" Section of this manual
- Player 1 should press A BUTTON to select the ball shown on screen
- In turn, each player should repeat this process until all the players have chosen a character (Player 1 and Player 3 use Controller 1, Player 2 and Player 4 use Controller 2)
- After the final player has picked a ball, Player 1 will control all remaining selections on the Game Options Screen

Oil Distance

- Press CONTROL PAD LEFT / RIGHT to choose among Short, Middle or Long Oil Distance—Oil Distance is described in the "Style and Strategy" Section of this manual
- Press A BUTTON to select currently highlighted Oil Distance and move to the Level of Difficulty menu item

Level of Difficulty

- Press CONTROL PAD LEFT / RIGHT to choose between Normal and Hard levels of game difficulty
- Press A BUTTON to select the highlighted Level of Difficulty

This completes all selections on the Game Options Screen.

Hit The Hardwood

Player Position

- Press CONTROL PAD LEFT / RIGHT to move the player to the position on the lane where you want him or her

Note: You can move the player's position on the lane right up until the time the ball is released.

Aim Pointer

- Press L BUTTON / R BUTTON to move the Aim Pointer Left or Right until it is pointing where you want to aim the ball
- Press A BUTTON to lock-in the Aim Pointer

Spin Meter

- After locking-in your aim, press A BUTTON to bring the Spin Meter on screen
- A ball will begin moving left and right across the Spin Meter
- Press A BUTTON to stop the ball on the Spin Meter
- The closer the ball stops to either edge, the more spin it will have in that direction

- The closer the ball is to the middle, the less spin it will have—again, in the direction of the side of the Spin Meter where the ball stops
- Stopping the ball directly in the middle of the Spin Meter will deliver a straight shot with no spin at all

Note: Actual spin of the ball is not only determined by the Spin Meter, but also by the Character chosen, ball used and oil distance.

Power Meter

- IMMEDIATELY after you choose Spin, the Character will begin his or her approach and the Power Meter will appear on screen
- The Power Meter will grow from big to small on the screen
- Press A BUTTON to stop the Power Meter and release the ball
- The bigger the Power Meter is when the ball is released, the faster the ball will be rolled
- The smaller the Power Meter is when the ball is released, the slower the ball will be rolled

Note: You must press A BUTTON to determine Power before the Character reaches the foul line—otherwise, you will automatically be assessed a penalty gutter ball.

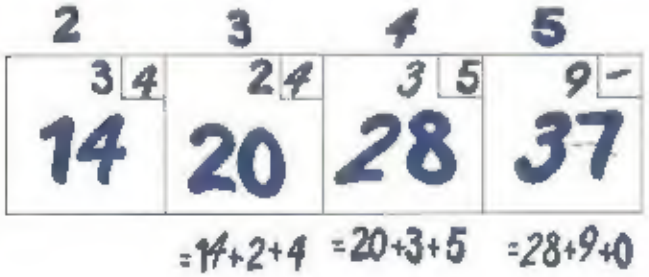
Games

Turkey Bowling

Turkey Bowling is a traditional 10-frame game of bowling, with up to two shots per frame and normal frame-by-frame scoring. In Turkey Bowling, a score is assigned to each of the 10 frames based on one of three possibilities:

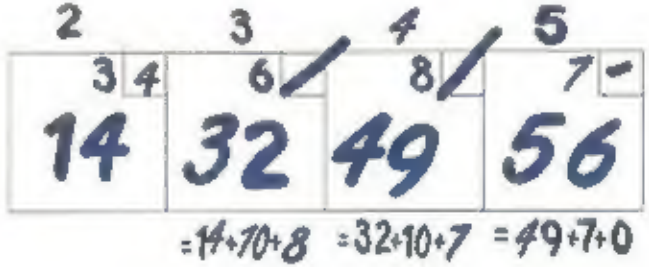
Open Frame

An open frame means that after the player has taken his or her two rolls for that frame, there are still pins left standing. In the case of an open frame, only the pins that were knocked down during that frame are added to the player's score in that frame. The highest score you can get in an open frame is 9.



Spare Frame

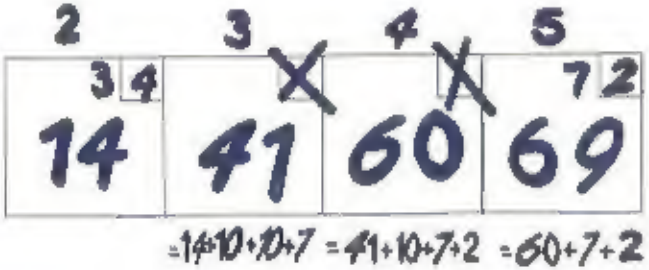
A Spare is recorded when the player takes two rolls in a frame and knocks down all 10 pins. A spare is indicated on the score sheet by a diagonal line across the frame score box. Spares are scored as 10 pins plus the total pins from that player's next shot. The total of 10 + one shot is added to the player's score in the frame of the Spare. The highest score you can record in a Spare Frame is 20 (10 + a possible 10 on the next shot).



Strike Frame

A Strike is recorded when the player knocks down all 10 pins on the first roll of a frame. A strike is indicated on the score sheet by an "X" through the frame score box. Spares are scored as 10 pins plus the total pins from that player's next two shots. The total of 10 + two shots is added to the player's

score in the frame of the Strike. The highest score you can record in a Strike Frame is 30 (10 + a possible 10 on each of the next two shots).



Golf Bowling

In Golf Bowling, the basic rules of golf scoring are applied to nine "holes" of bowling. Each "hole" will be represented by a pin setting that is assigned a "par." The "par" for each hole is determined by how many rolls it should take a typical player to knock down all the pins in the setting that appears.

If the player can knock down all the pins in the number of shots needed for "par," he or she will receive a 0 for that hole and will be "Even" with par.

Getting all the pins down in less rolls than par will result in a negative score equal to the number of shots less than par. For example, knocking all the pins down on the first roll of a Par-2 hole will result in a score of -1, or "One Under Par."

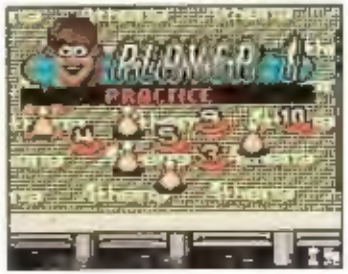
If it takes more rolls than par to get all the pins down, the player will receive a positive score equal to the number of shots more than par that it took him or her. For example, knocking all the pins down on the fourth roll of a Par-2 hole will result in a score of +2, or "Two Over Par."

The running score tracks the cumulative scores of all the holes. Suppose a player scores Par, Par, +2 and -1 on the first four holes of a game, his or her total score through four frames will be +1 (0+0+2-1=+1) or "One Over Par."

The objective of Golf Bowling is to record the lowest possible score after nine holes.

Practice Bowling

You can try-out different shots in Practice Bowling by setting the pins yourself one practice frame at a time.



To set the pins in the upper-left corner of the screen:

- Press CONTROL PAD LEFT / RIGHT/ UP / DOWN to highlight the spot where you would like to place a pin
- Press B BUTTON to put the pin down in that location
- Press B BUTTON again to remove the pin, if you change your mind

- Repeat this process to set up as many pins as you want.
- Press B BUTTON to confirm the current pin-setting and move to the bowling screen.

After each shot you take in Practice, the game will return to the pin-settings screen, where you will follow the same process just described to set the next practice frame.

To leave Practice Mode and return to the Game Selection Screen, press SELECT BUTTON.

The Cast of Characters

Pete "Pins" Peterson

Age:	18
High score:	263
Bowling Style:	Good balance of spin and power
Weakness:	Lacks the firepower of Mars
Best Memory:	Rolling a 263 in the State Finals
Likes:	Pretty girls, fast cars, loud guitars and even louder strikes
Dislikes:	Homework, meatloaf and gutterballs

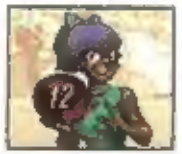
Robin "Red" Randall

Age:	17
High score:	250
Bowling Style:	Good spin on the ball
Weakness:	Not much power
Best memory:	Bowling 250 to beat "Pins," who claims he was distracted
Likes:	Picking up tough spares, shopping with "Spinner", going to the beach
Dislikes:	Watching "Pins" drool over her, smelly alleys, diet soft drinks

Mars "Muscles" Maxwell

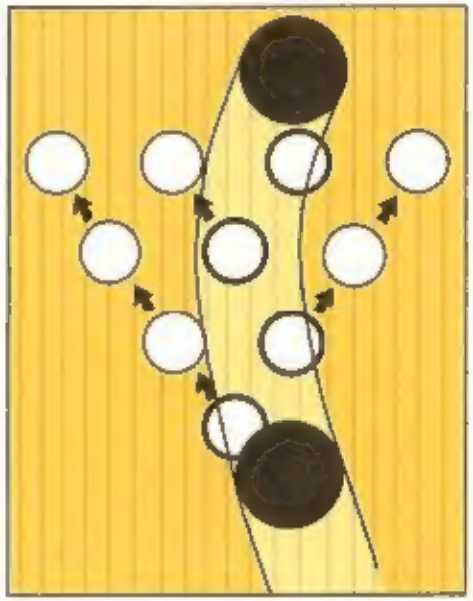
Age:	18
High score:	245
Bowling Style:	"Muscles" has the most power around
Weakness:	He has very little control of his spin
Best memory:	Getting an A+ for a paper he wrote on bowling in American literature
Likes:	Sleeping-in late, Shakespeare, pumping iron at the gym
Dislikes:	Chemistry, bowlers who wear ugly clothes, smokers

Suzi "Spinner" Spencer



Age:	16
High score:	230
Bowling Style:	"Spinner" has awesome spin
Weakness:	Suzi's got the least power
Best memory:	Defeating her archrival Bonnie "Boom-Boom" Bonneville in last year's tournament
Likes:	Shopping with "Red", waterskiing, football, biology
Dislikes:	Salads, nerdy guys, seeing "Muscles" show off his bod

Style and Strategy



Your actual moves on the lane—Aim, Spin and Power—are only a small part of getting the perfect shot. Here's what it looks like:

The problem is that there are so many different factors at work, you need to consider them all to nail that perfect shot.

Character Bowling Style

Each of the four characters in the game has a unique bowling style. Using anyone of them properly can get you the strikes you need.

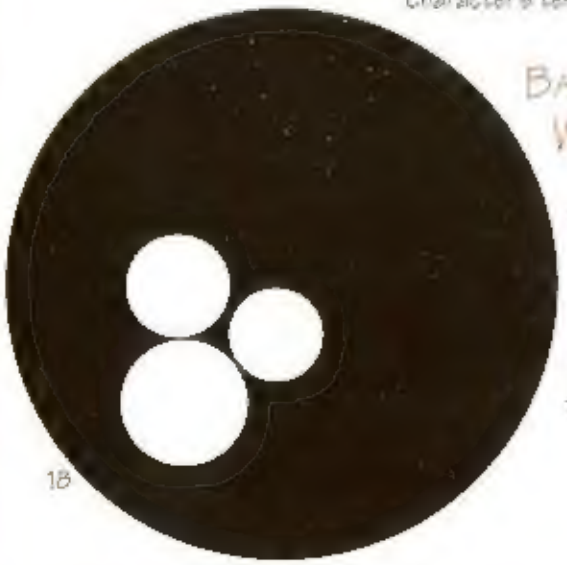
When comparing power versus spin:

Remember that good spin is essential to getting the ball to follow the ideal ball-path for a strike. In addition, the faster a ball goes down the lane, the less time it has to spin and will therefore not curve as much as a slower ball.

On the other hand, power can turn non-strike shots into strikes with the resulting pin action, which is never predictable.

In other words, stopping the Spin Meter all the way to the left and the Power Meter at full force when you are Suzi will have a far different result than if you hit the same exact spot on the Meters when you are Mars.

Determine what bowling style suits you best and learn that Character's tendencies.



Ball Weight

The differences in ball weight also seriously impact what happens on the lane.

A heavy ball:

- Carries a lot of force and creates good pin action
- Holds its line well and stays close to its path even after hitting the pins
- Is more difficult to throw due to weight and does not go as fast as a lighter ball
- Does not spin as much as a lighter ball

A light ball:

- Does not impact pin action as much as a heavier ball
- "Floats" more than a heavy ball after hitting the pins—which in certain situations, like splits, works to your advantage
- Is easy to throw and can pick up good speed
- Will spin much more than a heavy ball

To top this all off, remember that there are 11 different balls in Super Bowling—and each one is a gradual conversion from one extreme to the other.

Oil Distance

You can choose from three different Oil Distance settings. Oil, or "Dressing," allows the ball "run" down the lane before it starts to spin. In short, the ball slides toward the pins and does not spin very much on the section of the lane that is oiled.

Once the ball hits the dry spot, it will grab hold and start to spin.

Oil is placed on bowling lanes at alternate lengths to challenge bowlers with different lane conditions. The same applies to the lane in Super Bowling.

On the "Short" Lane:

- Very little oil is placed on the lane
- Spin will begin to take hold almost immediately

On the "Middle" Lane:

- Oil is placed on the first 30 feet (about half) of the lane
- The ball will carry good speed through this first section
- Spin will begin to take hold a little after 30 feet

On the "Long" Lane:

- Oil is placed most of the way down the lane
- The ball will carry good speed all the way to the pins
- Spin will not take hold until way down the lane

Once you have your Super Bowling technique perfected, you'll want to hit the lanes to test your true tenpin skills.

Join a league sanctioned by the Young American Bowling Alliance and you can count on:

Great Competition

Awards

Coaching

Fun

The Young American Bowling Alliance (YABA) is the organization that writes the rules and sets standards for youth bowling. It's a membership group with leagues at most bowling centers through the United States and Canada. Members range in age from 3 years old through college age. Their styles vary as well from two-handed between the legs shots to the helicopter spinner.

Define your approach. Join a YABA league. Check out the yellow pages for the bowling center nearest you or contact the YABA for more information:

Young American Bowling Alliance
Membership Information
5301 S 76th street
Greendale, WI 53129
(414) 421-4700

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90-Day Limited Warranty

90-DAY LIMITED WARRANTY:

American Technos, Inc. ("American Technos") warrants to the original consumer that this AMERICAN TECHNOS Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day period, American Technos will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. *Notify* the American Technos Division of the problem requiring warranty service by calling (408) 996-1877 and asking to speak to a customer service representative.
3. If the American Technos representative is unable to solve the problem by phone, s/he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK and return your PAK freight pre-paid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

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If the PAK develops a problem after the 90-day warranty period, you may contact American Technos Consumer Service Division at the phone number noted above. If the American Technos customer service representative is unable to solve the problem by phone, s/he may provide you with a Return Authorization number. You may then record the number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Technos, enclosing a check or money order for $10.00 payable to American Technos, Inc. American Technos will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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